Ingrid Whiterun

Chaotic Neutral Outlander
Female human
Level 3 Rogue

https://dicecloud.com/character/bgh6zy3CpKoM2xne6

+0 **Strength** 10

+2 **Dexterity** 14

+1 **Constitution** 13

+1 **Intelligence** 13

+1 **Wisdom** 13

+2 **Charisma** 14

Active?

Variant Encumbrance

40 **Speed**

13 **Armor Class**

+2 **Proficiency Bonus**

+4 **Initiative**

Total: 21

Hit Points

Total: 3d8

Hit Dice

- ○ +0 Strength Save
- ● +4 Dexterity Save
- ○ +1 Constitution Save
- ● +3 Intelligence Save
- ○ +1 Wisdom Save
- ○ +2 Charisma Save

Saving Throws

- ◉ +6 Acrobatics
- ○ +1 Animal Handling
- ○ +1 Arcana
- ● +2 Athletics
- ● +4 Deception
- ○ +1 History
- ○ +1 Insight
- ○ +2 Intimidation
- ○ +1 Investigation
- ○ +1 Medicine
- ○ +1 Nature
- ◉ +5 Perception (15)
- ○ +2 Performance
- ● +4 Persuasion
- ○ +1 Religion
- ○ +2 Sleight of Hand
- ○ +2 Stealth
- ● +3 Survival

Skills

- ● Simple Melee Weapons
- ● Simple Ranged Weapons
- ● Shortsword
- ● Longsword
- ● Rapier
- ● Hand Crossbow

Weapons

- ● Light Armor

Armor

- ● Flute
- ● Thieves' Tools

Tools

- ● Elvish
- ● Common
- ● Dwarvish
- ● Thieves' Cant

Languages

Physical Description

With wild eyes of a blue as deep as an oceanic abyss and an entrancing smile that rarely leaves her beautiful face, Ingrid attracts the eyes of men and women when she passes by with her long black hair being caressed by the wind as a flag of a foreign kingdom that came to rule. Though she is only 5 feet high and couldn't possibly weight more than 100 pounds, she has been growing more and more every day.

Personality Traits

Curious and Free-Spirited: Ingrid loves to explore and discover new places, always searching for adventure, whether it's through the sea or overland.
Courageous and Brash: Ingrid is known for jumping headfirst into difficult situations and never hesitating to fight for what she believes in.

Ideals

Freedom: "I fight for my freedom and my family. The wilds, the sea—they represent both my freedom and my duty to protect those I love."
Adventure: "Every day is a chance for a new adventure, and I will never turn down a challenge if it leads me to the unknown."

Bonds

Family: "My sister and Astrid, they're my family. I'll do anything to protect them, even if I have to fight to the death."
The Sea: "The sea has always been a part of me. I will never leave it behind, no matter where life takes me."

Flaws

Impulsive: “I sometimes jump into action without thinking, especially when my emotions get the best of me.”
Hot-Headed: “I don’t back down from a fight. If someone insults me or my family, it’s a problem.”

EXP Progress

Total XP: **900**

Remaining XP until next level: **1800** (Level 4)

Click for more advanced info

Action

Dash

When you take the Dash action, you gain extra movement for the current turn. The increase equals your speed, after applying any modifiers.

Dash

Action

Disengage

If you take the Disengage action, your movement doesn’t provoke opportunity attacks for the rest of the turn.

Action

Dodge

When you take the Dodge action, you focus entirely on avoiding attacks. Until the start of your next turn, any attack roll made against you has disadvantage if you can see the attacker, and you make Dexterity saving throws with advantage. You lose this benefit if you are incapacitated or if your speed drops to 0.

Action

Help

You can lend your aid to another creature in the completion of a task. When you take the Help action, the creature you aid gains advantage on the next ability check it makes to perform the task you are helping with, provided that it makes the check before the start of your next turn.

Alternatively, you can aid a friendly creature in attacking a creature within 5 feet of you. You feint, distract the target, or in some other way team up to make your ally’s attack more effective. If your ally attacks the target before your next turn, the first attack roll is made with advantage.

Action

Hide

When you take the Hide action, you make a Dexterity (Stealth) check in an attempt to hide.

Hide Roll

Attack

Climb onto a Bigger Creature

As an alternative, a suitably large opponent can be treated as terrain for the purpose of jumping onto its back or clinging to a limb. After making any ability checks necessary to get into position and onto the larger creature, the smaller creature uses its action to make a Strength (Athletics) or Dexterity (Acrobatics) check contested by the target’s Dexterity (Acrobatics) check. If it wins the contest, the smaller creature successfully moves into the target creature’s space, the smaller creature moves with the target and has advantage on attack rolls against it.

Climb Roll

ATTACK

Shove Aside

With this option, a creature uses the special shove attack from the Player's Handbook to force a target to the side, rather than away. The attacker has disadvantage on its Strength (Athletics) check when it does so. If that check is successful, the attacker moves the target 5 feet to a different space within its reach.

Shove Roll

ATTACK

Grapple

Using at least one free hand, you try to seize the target by making a grapple check, a Strength (Athletics) check contested by the target's Strength (Athletics) or Dexterity (Acrobatics) check (the target chooses the ability to use). You succeed automatically if the target is incapacitated.

Grapple Roll

ATTACK

Shove

The target of your shove must be no more than one size larger than you, and it must be within your reach. You make a Strength (Athletics) check contested by the target's Strength (Athletics) or Dexterity (Acrobatics) check (the target chooses the ability to use). You succeed automatically if the target is incapacitated. If you succeed, you either knock the target prone or push it 5 feet away from you.

Shove Roll

ATTACK

+2 Unarmed Attack

You make an unarmed strike against a creature while not holding any weapons in your hand.

On hit

1 bludgeoning damage

ATTACK

+4 Dagger

On hit

d4 piercing damage

ATTACK

+4 Dagger (Throwing)

Range (20/60 ft.)

On hit

d4 piercing damage

ATTACK

+4 Shortbow

Range (80/320 ft.)

On hit

d6 piercing damage

Attack

+4 Rapier

On hit

d8 piercing damage

Bonus Action

Cunning Action

Your quick thinking and agility allow you to move and act quickly. You can take a bonus action on each of your turns in combat. This action can be used only to take the Dash, Disengage, or Hide action.

Bonus Action

Steady Aim

As a bonus action, you give yourself advantage on your next attack roll on the current turn. You can use this bonus action only if you haven't moved during this turn, and after you use the bonus action, your speed is 0 until the end of the current turn.

Steady Aim

Bonus Action

Overrun

When a creature tries to move through a hostile creature's space, the mover can try to force its way through by overrunning the hostile creature. As an action or a bonus action, the mover makes a Strength (Athletics) check contested by the hostile creature's Strength (Athletics) check. The creature attempting the overrun has advantage on this check if it is larger than the hostile creature, or disadvantage if it is smaller. If the mover wins the contest, it can move through the hostile creature's space once this turn.

Overrun Roll

Bonus Action

Tumble

A creature can try to tumble through a hostile creature's space, ducking and weaving past the opponent. As an action or a bonus action, the tumbler makes a Dexterity (Acrobatics) check contested by the hostile creature's Dexterity (Acrobatics) check. If the tumbler wins the contest, it can move through the hostile creature's space once this turn.

Tumble Roll

Bonus Action

+4 Dagger (Two Weapon Fighting)

On hit

d4 piercing damage

Bonus Action

+4 Dagger (Throwing, Two Weapon Fighting)

Range (20/60 ft.)

On hit

d4 piercing damage

Free Action

Disarm

A creature can use a weapon attack to knock a weapon or another item from a target's grasp. The attacker makes an attack roll contested by the target's Strength (Athletics) check or Dexterity (Acrobatics) check. If the attacker wins the contest, the attack causes no damage or other ill effect, but the defender drops the item.

The attacker has disadvantage on its attack roll if the target is holding the item with two or more hands. The target has advantage on its ability check if it is larger than the attacking creature, or disadvantage if it is smaller.

Free Action

Mark

When a creature makes a melee attack, it can also mark its target. Until the end of the attacker's next turn, any opportunity attack it makes against the marked target has advantage. The opportunity attack doesn't expend the attacker's reaction, but the attacker can't make the attack if anything, such as the incapacitated condition or the shocking grasp spell, is preventing it from taking reactions. The attacker is limited to one opportunity attack per turn.

Wanderer

You have an excellent memory for maps and geography, and you can always recall the general layout of terrain, settlements, and other features around you. In addition, you can find food and fresh water for yourself and up to five other people each day, provided that the land offers berries, small game, water, and so forth.

Mobile

You are exceptionally speedy and agile. You gain the following benefits:

- Your speed increases by 10 feet.
- When you use the Dash action, difficult terrain doesn't cost you extra movement on that turn.
- When you make a melee attack against a creature, you don't provoke opportunity attacks from that creature for the rest of the turn, whether you hit or not.

Thieves' Cant

During your rogue training you learned thieves' cant, a secret mix of dialect, jargon, and code that allows you to hide messages in seemingly normal conversation. Only another creature that knows thieves' cant understands such messages. It takes four times longer to convey such a message than it does to speak the same idea plainly.

In addition, you understand a set of secret signs and symbols used to convey short, simple messages, such as whether an area is dangerous or the territory of a thieves' guild, whether loot is nearby, or whether the people in an area are easy marks or will provide a safe house for thieves on the run.

Sneak Attack

Once per turn, you can deal an extra **2d6** damage to one creature you hit with an attack if you have advantage on the attack roll. The attack must use a finesse or a ranged weapon.

You don't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and you don't have disadvantage on the attack roll.

Sneak Attack

Once per turn, you can deal an extra **2d6** damage to one creature you hit with an attack if you have advantage on the attack roll. The attack must use a finesse or a ranged weapon.

You don't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and you don't have disadvantage on the attack roll.

Cunning Action

Starting at 2nd level, your quick thinking and agility allow you to move and act quickly. You can take a bonus action on each of your turns in combat. This action can be used only to take the Dash, Disengage, or Hide action.

Steady Aim

As a bonus action, you give yourself advantage on your next attack roll on the current turn. You can use this bonus action only if you haven't moved during this turn, and after you use the bonus action, your speed is 0 until the end of the current turn.

Fancy Footwork

During your turn, if you make a melee attack against a creature, that creature can't make opportunity attacks against you for the rest of your turn.

Rakish Audacity

You can give yourself a **+2** bonus to your initiative rolls.

You also gain an additional way to use your Sneak Attack; you don't need advantage on the attack roll to use your Sneak Attack against a creature if you are within 5 feet of it, no other creatures are within 5 feet of you, and you don't have disadvantage on the attack roll. All the other rules for Sneak Attack still apply to you.

Carrying Capacity

100.7/150 lbs carried

Dagger

Finesse, Light, Thrown

Shortbow

Ammunition, Two-Handed

Rapier

Finesse

Inventory

Weight Carried: 100.7 lb

Net worth: 125 gp 6 sp 5 cp

Items attuned:

Equipped

2 daggers

4 gp | 2 lb

2 gp each | 1 lb each

A 2gp, 1lb, simple melee weapon, that deals 1d4 piercing damage and has the following properties:

- **Finesse:** When making an attack with a finesse weapon, you use your choice of your Strength or Dexterity modifier for the attack and damage rolls. You must use the same modifier for both rolls.
- **Light:** A light weapon is small and easy to handle, making it ideal for use when fighting with two weapons.
- **Thrown (range 20/60)**: If a weapon has the thrown property, you can throw the weapon to make a ranged attack. If the weapon is a melee weapon, you use the same ability modifier for that attack roll and damage roll that you would use for a melee attack with the weapon.
  - **Range:** A weapon that can be used to make a ranged attack has a range shown in parentheses after the ammunition or thrown property.
    The range lists two numbers. The first is the weapon's normal range in feet, and the second indicates the weapon's maximum range. When attacking a target beyond normal range, you have disadvantage on the attack roll. You can't attack a target beyond the weapon's long range.

shortbow

25 gp | 2 lb

A 25gp, 2 lb, simple ranged weapon, that deals 1d6 piercing damage and has the following properties:

- **Ammunition (range 80/320):** You can use a weapon that has the ammunition property to make a ranged attack only if you have ammunition to fire from the weapon. Each time you attack with the weapon, you expend one piece of ammunition. Drawing the ammunition from a quiver, case, or other container is part of the attack. Loading a one-handed weapon requires a free hand.
  At the end of the battle, you can recover half your expended ammunition by taking a minute to search the battlefield. If you use a weapon that has the ammunition property to make a melee attack, you treat the weapon as an improvised weapon.
  - **Range:** A weapon that can be used to make a ranged attack has a range shown in parentheses after the ammunition or thrown property.
    The range lists two numbers. The first is the weapon's normal range in feet, and the second indicates the weapon's maximum range. When attacking a target beyond normal range, you have disadvantage on the attack roll. You can't attack a target beyond the weapon's long range.
- **Improvised Weapons:** If a character uses a ranged weapon to make a melee attack, it deals 1d4 damage.
- **Two-Handed:** This weapon requires two hands to use. This property is relevant only when you attack with the weapon, not when you simply hold it.

LEATHER ARMOR

10 gp | 10 lb

The breastplate and shoulder protectors of this armor are made of leather that has been stiffened by being boiled in oil. The rest of the armor is made of softer and more flexible materials.

RAPIER

25 gp | 2 lb

A 25gp, 2lb, martial melee weapon, that deals 1d8 piercing damage and has the following properties:

- **Finesse:** When making an attack with a finesse weapon, you use your choice of your Strength or Dexterity modifier for the attack and damage rolls. You must use the same modifier for both rolls.

BACKPACK

2 gp | 5 lb

A backpack can hold one cubic foot or 30 pounds of gear. You can also strap items, such as a bedroll or a coil of rope, to the outside of a backpack.

QUIVER

1 gp | 1 lb

A quiver can hold up to 20 arrows.

CARRIED

BELT POUCH

5 sp | 1 lb
10 gp contents | 0.2 lb contents

0 PLATINUM PIECES

10 gp | 0.02 lb

10 GOLD PIECES

10 gp | 0.2 lb
1 gp each | 0.02 lb each

0 SILVER PIECES

1 sp | 0.02 lb

0 COPPER PIECES

1 cp | 0.02 lb

BACKPACK

A backpack can hold one cubic foot or 30 pounds of gear. You can also strap items, such as a bedroll or a coil of rope, to the outside of a backpack.

5 DAYS OF RATIONS

2 gp 5 sp | 10 lb
5 sp each | 2 lb each

Rations consist of dry foods suitable for extended travel, including jerky, dried fruit, hardtack, and nuts.

WATERSKIN

2 sp | 5 lb

A waterskin can hold up to 4 pints of liquid.

TINDERBOX

5 sp | 1 lb

This small container holds flint, fire steel, and tinder (usually dry cloth soaked in light oil) used to kindle a fire. Using it to light a torch—or anything else with abundant, exposed fuel—takes an action. Lighting any other fire takes 1 minute.

HAMMER

1 gp 3 lb

2 FLASKS OF OIL

2 sp 2 lb

1 sp each 1 lb each

Oil usually comes in a clay flask that holds 1 pint. As an action, you can splash the oil in this flask onto a creature within 5 feet of you or throw it up to 20 feet, shattering it on impact. Make a ranged attack against a target creature or object, treating the oil as an improvised weapon. On a hit, the target is covered in oil. If the target takes any fire damage before the oil dries (after 1 minute), the target takes an additional 5 fire damage from the burning oil. You can also pour a flask of oil on the ground to cover a 5-foot-square area, provided that the surface is level. If lit, the oil burns for 2 rounds and deals 5 fire damage to any creature that enters the area or ends its turn in the area. A creature can take this damage only once per turn.

HOODED LANTERN

5 gp 2 lb

A hooded lantern casts bright light in a 30-foot radius and dim light for an additional 30 feet. Once lit, it burns for 6 hours on a flask (1 pint) of oil. As an action, you can lower the hood, reducing the light to dim light in a 5-foot radius.

10 PITONS

5 sp 2.5 lb

5 cp each 0.25 lb each

ANIMAL TROPHY

A trophy from an animal you've killed before as an outlander.

CROWBAR

2 gp 5 lb

Using a crowbar grants advantage to Strength checks where the crowbar's leverage can be applied.

5 CANDLES

5 cp

1 cp each

For 1 hour, a candle sheds bright light in a 5-foot radius and dim light for an additional 5 feet.

1000 BALL BEARINGS

1 gp 2 lb

each 0.002 lb each

As an action, you can spill these tiny metal balls from their pouch to cover a level area 10 feet square. A creature moving across the covered area must succeed on a DC 10 Dexterity saving throw or fall prone. A creature moving through the area at half speed doesn't need to make the saving throw.

10 FEET OF STRING

HEMPEN ROPE (50 FEET)

1 gp 10 lb

Rope, whether made of hemp or silk, has 2 hit points and can be burst with a DC 17 Strength check.

THIEVES' TOOLS

25 gp 1 lb

This set of tools includes a small file, a set of lock picks, a small mirror mounted on a metal handle, a set of narrow-bladed scissors, and a pair of pliers. Proficiency with these tools lets you add your proficiency bonus to any ability checks you make to disarm traps or open locks.

Perhaps the most common tools used by adventurers, thieves' tools are designed for picking locks and foiling traps. Proficiency with the tools also grants you a general knowledge of traps and locks.

Components. Thieves' tools include a small file, a set of lock picks, a small mirror mounted on a metal handle, a set of narrow-bladed scissors, and a pair of pliers.

History. Your knowledge of traps grants you insight when answering questions about locations that are renowned for their traps.

Investigation and Perception. You gain additional insight when looking for traps, because you have learned a variety of common signs that betray their presence.

Set a Trap. Just as you can disable traps, you can also set them. As part of a short rest, you can create a trap using items you have on hand. The total of your check becomes the DC for someone else's attempt to discover or disable the trap. The trap deals damage appropriate to the materials used in crafting it (such as poison or a weapon) or damage equal to half the total of your check, whichever the DM deems appropriate.

Thieves' Tools

Activity	DC
Pick a lock	Varies
Disable a trap	Varies

CLOTHES, TRAVELER'S

2 gp 4 lb

HUNTING TRAP

5 gp 25 lb

When you use your action to set it, this trap forms a saw-toothed steel ring that snaps shut when a creature steps on a pressure plate in the center. The trap is affixed by a heavy chain to an immobile object, such as a tree or a spike driven into the ground. A creature that steps on the plate must succeed on a DC 13 Dexterity saving throw or take 1d4 piercing damage and stop moving. Thereafter, until the creature breaks free of the trap, its movement is limited by the length of the chain (typically 3 feet long). A creature can use its action to make a DC 13 Strength check, freeing itself or another creature within its reach on a success. Each failed check deals 1 piercing damage to the trapped creature.

QUARTERSTAFF

2 sp 4 lb

A 2sp, 4lb, simple melee weapon, that deals 1d6 bludgeoning damage and has the following properties:

- **Versatile (1d8):** This weapon can be used with one or two hands. A damage value in parentheses appears with the property — the damage when the weapon is used with two hands to make a melee attack.

BELL

1 gp

QUIVER

A quiver can hold up to 20 arrows.

20 ARROWS

1 gp | 1 lb

5 cp each | 0.05 lb each

SPELLS